

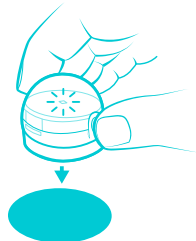
## Ozobot Tips

1



Hold down the power button on Ozobot for 2 seconds until the LED light turns white.

2



Place Ozobot in the middle of the black calibration dot.

3



Ozobot will then blink blue, move forward, and then blink green.

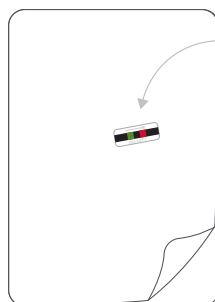
4



When Ozobot blinks green, it means that it has successfully calibrated. Start over if Ozobot blinks red.

## Tips: Calibration

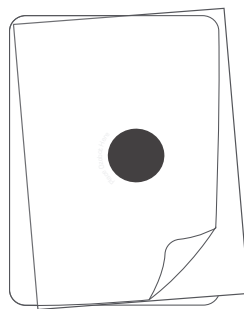
Every time you change play surfaces you should recalibrate.



Clear Play Sleeve

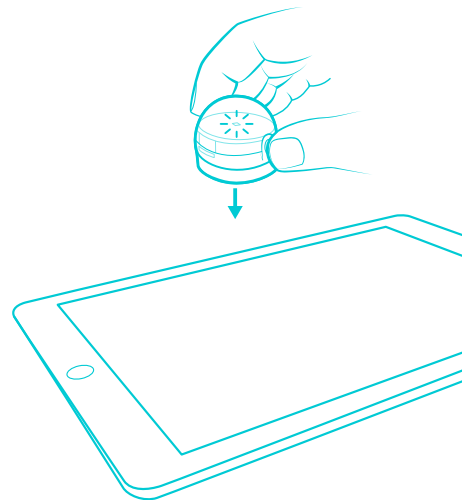


Code Stickers



When using the Clear Play Sleeve, be sure to place the calibration dot **INSIDE** the sleeve, then calibrate on top.

Before playing on a tablet or smartphone, you need to calibrate to the digital screen. Follow the calibration instructions in the "Ozobot Tuneup" section of our apps.



## Tips: Drawing Lines



**X**

Too Thin!



**X**

Too Thick!



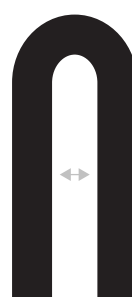
**X**

Inconsistent!



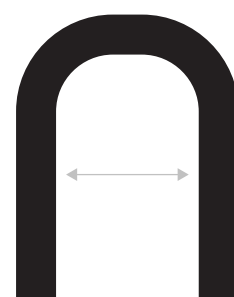
✓

Just Right



**X**

Too Close!



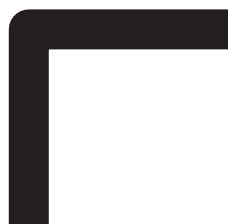
✓

Just Right



**X**

Too Sharp!



✓

Just Right



✓

Just Right

### Tips: Drawing Codes



**X**  
Codes on colored lines



**X**  
Different sizes



**X**  
White spaces



**X**  
Overlapping colors



**X**  
Too dark



✓  
Codes on black lines

### Tips: Code Stickers



**X**  
Not lined up



✓  
Lined up

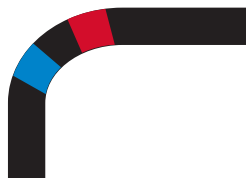


**X**  
Codes on colored lines

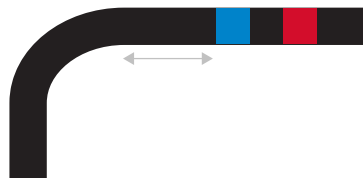


✓  
Codes on black lines

### Tips: General



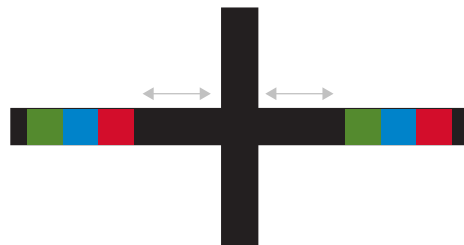
**X**  
No codes on corners!



✓  
Keep codes on straight lines away from corners



**X**  
Too close!



✓  
Place codes away from intersections



✓  
All other codes need black line before and after



✓  
2 color codes need to be at line end

### Tips: OzoDraw

Flash Codes

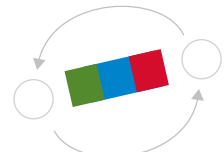


Tap to toggle!

Static Codes



Two-finger touch to rotate



✓  
Flash Codes will work on colored lines



**X**  
Not aligned to path



To delete code, tap and drag code off screen

